

Brøderbund Software
1938 Fourth St., San Rafael, CA 94901

APPLE PANIC

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Rules & Regulations

THE OBJECT

The object is to destroy the little apples chasing you by digging holes in the brick floors for them to fall into. Once an apple has gotten stuck in the hole you have to knock it through the hole by beating it over the head. If you get to the apple too late, it may crawl out of the hole and get you.

MOVEMENT

The movement of your little man is controlled by the "I", "J", "K" and "M" keys for up, left, right, and down. To dig a hole in the bricks you must press the "A" key while your man is moving. If his feet are not in the right position he won't dig. To fill up a hole or to knock an apple through you must approach the hole and press "S". You may jump through the holes yourself without injury.

ADVANCED MONSTERS

At advanced levels you will be confronted by the Green Butterfly. The only way to kill the butterfly is to dig one hole directly above another so that the butterfly falls into the top hole and then gets bashed through both of them. At even more advanced levels you may confront the Mask of Death, which is blue. This you have to bash through three levels at a time. The trick is to line up the holes perfectly.

EXTRA LIVES

You have three lives. If you survive long enough to come face to face with the Green Butterfly, you will be given another. If you use up all your lives, the screen will experience rigor mortis, a condition which can be alleviated by pressing "S".

SCORING

Pounding an Apple through the bricks scores 100 points per level (if the Apple falls 2 floors, you get 200 points). The Green Butterfly scores 200 points per level and the Mask of Death, 300 points per level. In addition, bonus points are scored each time you clear the screen, depending on how quickly you work.

ADMINISTRATIVE DETAILS

APPLE PANIC requires an Apple II or Apple II Plus with 48K and one disk drive. It boots directly on either 13 or 16 sector controllers.

Each game is fully guaranteed. If it ever fails to boot, for any reason whatever, return the disk to Brøderbund Software for a free replacement. If the disk has been physically damaged, you will be charged the cost of a replacement disk.



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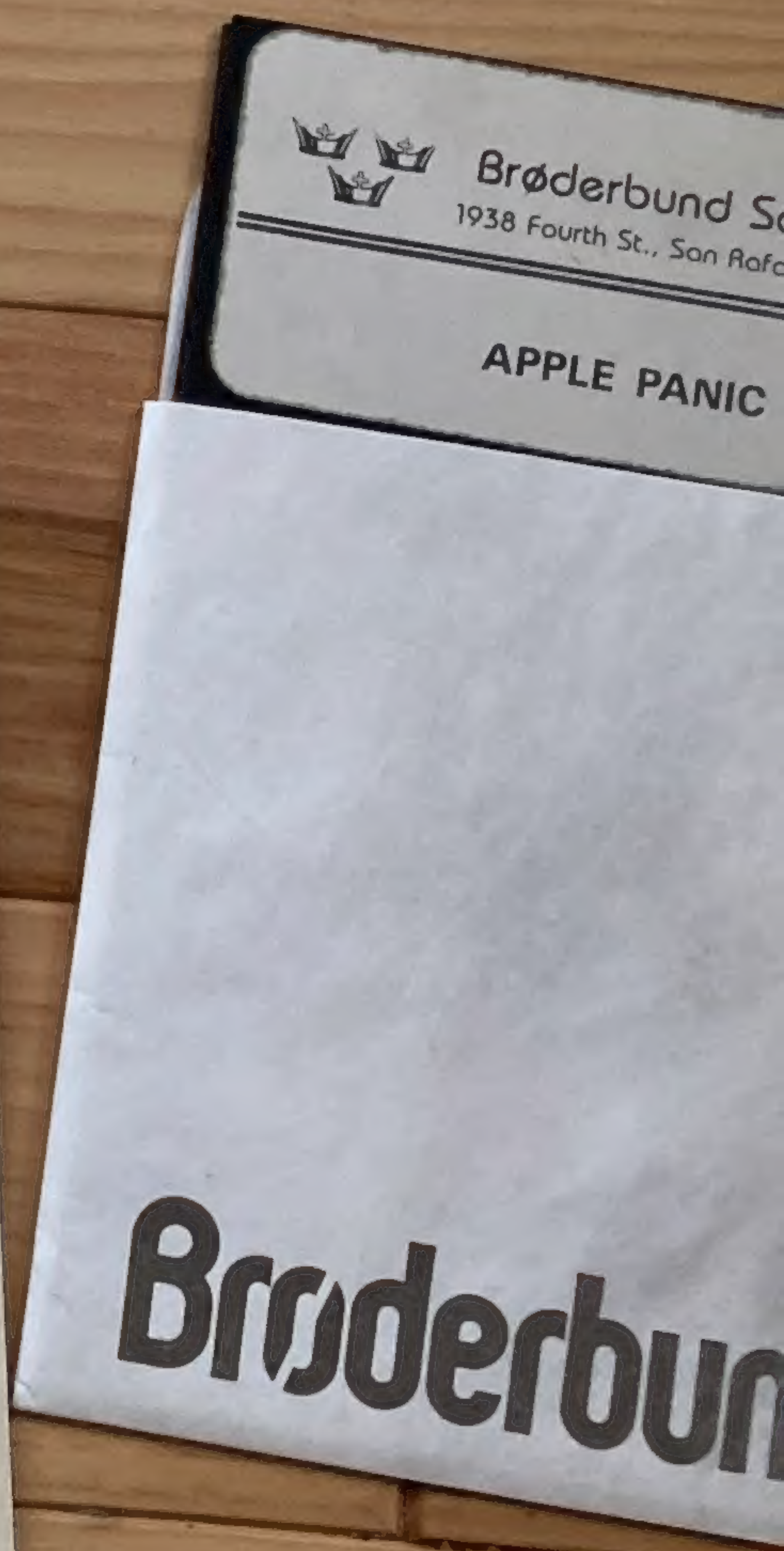
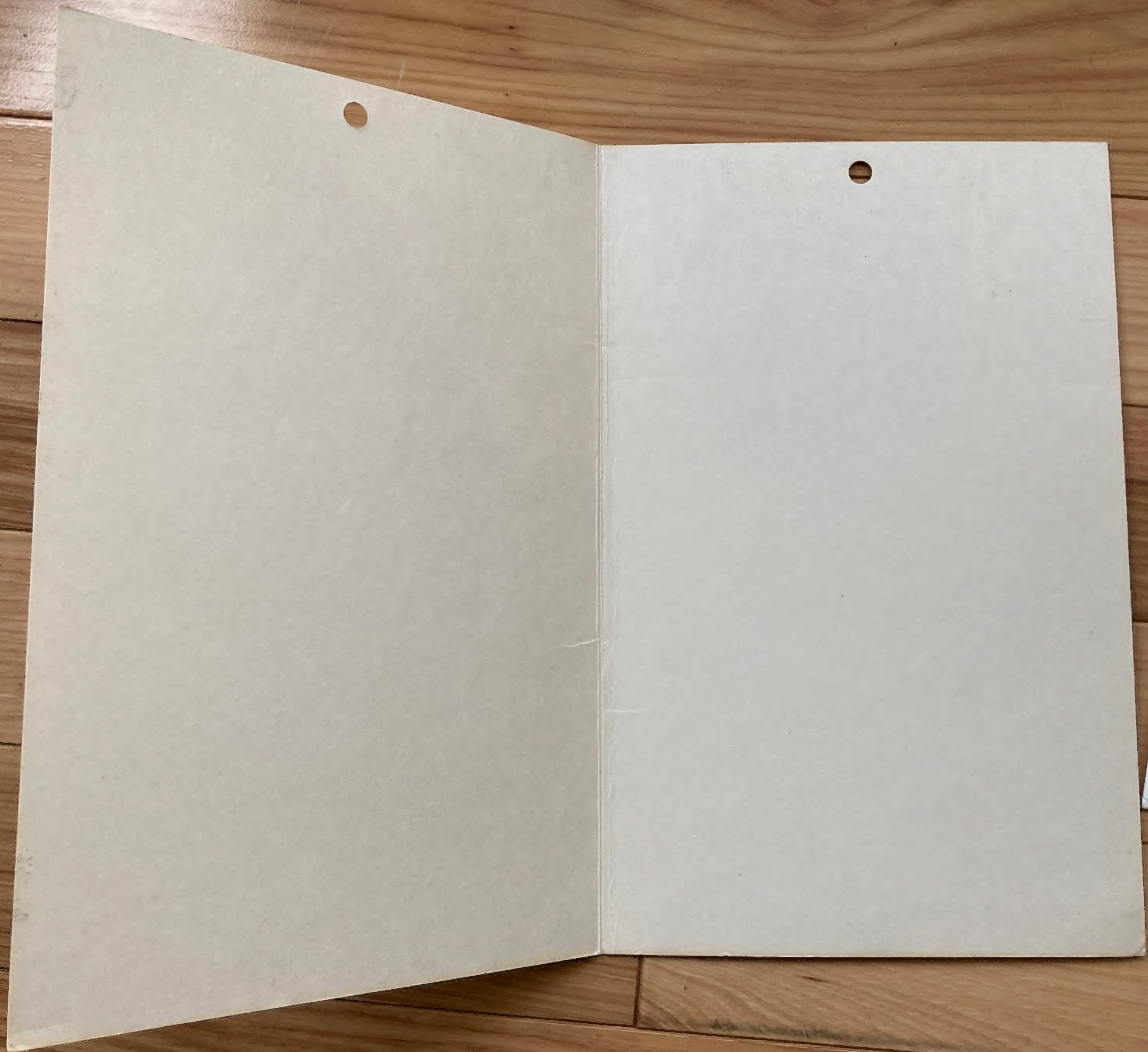
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